Rhiannon Software /Adventure Stories for Girls

JENNY OF THE PRAIRIE™

Created with the aid
of The Graphics Magician

Apple®
II/II + /IIe/IIc
48K

When Jenny becomes separated from her wagon train, the adventure begins. Alone on the prairie, the plucky pioneer girl must find food. Water. And shelter. Wild animals threaten and the winter blizzards are close at hand. Jenny needs your help. Can she survive until spring?

Rhiannon adventure stories are fun for everyone, but they were specifically designed for girls. Unlike alien-zapping arcade games, Rhiannon software encourages creativity and problem solving. Each self-paced adventure has a strong female character. Vivid color graphics. And a carefully researched setting. When a girl enters the world of Rhiannon software, she's not just playing games.

SUGGESTED FOR AGES 7–12

ADDISON-WESLEY PUBLISHING COMPANY

JENNY OF THE PRAIRIE | Rhiannon Software | Addison-Wesley

TO BE KEPT AT
FRONT DESK

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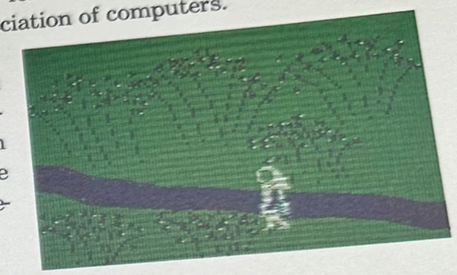
About this program

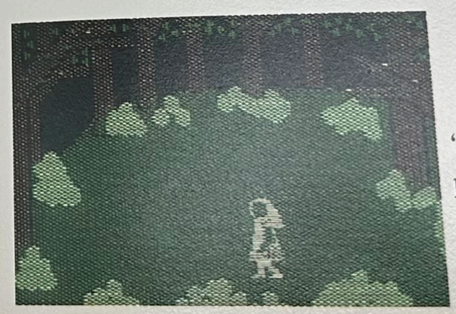
When a girl enters the world of Rhiannon Software, she's not just playing games. She's learning. She's using her imagination. And she's entering the computer age. Rhiannon Adventure Stories are a unique way for both girls and boys, aged 7 to 12, to develop an enthusiastic and realistic appreciation of computers.



"Boys are often more computer literate than girls because most of the games on the market are aimed directly at them. Elizabeth Stott and Lucy Ewell of Rhiannon Software decided that they were going to do something about all this."
Infoworld

"Rhiannon Adventure Stories present children with complex problem-solving challenges . . . designed to reinforce sequential thinking and problem-solving prowess. Jenny's use of the keyboard provides this valuable computer exposure for girls."
Classroom Computer Learning

"If women are to be among the ranks of tomorrow's computer literate, computers must be made more appealing to girls now. . . . Rhiannon products are healthy signs."
Curriculum Product Review



"As an introduction to computers and computer games, [Rhiannon Software] is super, and it's bound to be a catalyst for some female computer geniuses."
Softalk

This package contains:

One 5¼" floppy diskette
Program documentation
Tear-out reference card

To run this program:

Apple II, II+, IIe, IIc computer
Memory: 48K
One disk drive
Color/Monochrome monitor

To start the game

1. Insert the game diskette into Drive A of your Apple computer system and close the drive door.
2. If your machine is turned off, turn on the monitor first, then turn on the power switch. The disk drive will spin the diskette and the program will load.
3. If the system is already turned on, turn the system power off and then on again. The disk drive will spin and the program will load. If you have an Apple IIe, depress the CTRL, Open Apple, and Reset keys at the same time.
4. Be sure that the uppercase key is locked in.
5. If you choose the sound option, you'll hear extra cues while playing the game.

Troubleshooting

If your program fails to load as described above, check each of the following items:

1. Check to see that your computer and disk drive are plugged in correctly, connected properly, and that the system power is on.
2. Check to see that the diskette is inserted properly and that the drive door is closed.
3. Be sure that the diskette is in the proper disk drive.
4. Inspect the diskette carefully for any visible damage.
5. Turn off the system and follow the instructions for loading the program again. Or try loading the program on another computer.
6. Try again; the problem may be only momentary.

JENNY OF THE PRAIRIE™

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TO BE KEPT ~~AT~~ FRONT
DESK.

JENNY OF THE PRAIRIE™

Rhiannon Software / Adventure Stories for Girls

ADDISON-WESLEY PUBLISHING COMPANY

Reading, Massachusetts • Menlo Park, California
London • Amsterdam • Don Mills, Ontario • Sydney

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Created with the aid of The Graphics Magician. The Graphics Magician was written by Mark Pelczarski, David Lubar, and Chris Jochumson and published by Penguin Software.

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JENNY OF THE PRAIRIE™

Rhiannon Software / Adventure Stories for Girls

JENNY OF THE PRAIRIE

WARRANTY

Addison-Wesley warrants the enclosed software diskette to be free from defects in material and faulty workmanship under normal use and service for a period of 30 days from date of purchase. If a defect in the diskette is noticed, you are entitled to receive a replacement diskette free of charge, upon returning the damaged diskette to:

Addison-Wesley Publishing Company, Inc.
Microcomputer Books and Consumer Software
ATTN: Software Support
Reading, MA 01867

If you are having trouble with your software, refer to the Troubleshooting section in the front of this package. If you need further program assistance, call our toll-free number, 1-800-238-3801, between 9:00 A.M. and 5:00 P.M. Eastern Time, Monday through Friday.

LEVELS OF DIFFICULTY

LEVEL 1
There is no time limit for Jenny's tasks and the map of the prairie remains the same each time. Dangers and tools appear in the same areas each time.

LEVEL 2
The map of the prairie remains the same, tools appear in the same areas each time, but dangers can appear anywhere. After three light snows the blizzard arrives and the game is over.

LEVEL 3
Dangers and tools may appear anywhere, rabbits and fish are harder to catch, and the map of the prairie is rearranged each time. Snow flurries appear irregularly before the blizzard arrives.

Bonus: When using Levels 2 and 3, you can win a special graphics display if Jenny finishes her tasks and decorates her shelter with 20 flowers from the meadow.

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JENNY OF THE PRAIRIE 12602

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Jenny of the Prairie (Reference Card)

When Jenny becomes separated from her covered wagon train, the adventure begins. Alone on the prairie, the plucky pioneer girl must find food, water, and shelter. Wild animals threaten and the winter blizzards are close at hand. Jenny needs your help. Can she survive until spring?

Jenny's tasks can be accomplished by using these special keys.

To move Jenny, use:

I ↑ (up) J ← (left) K → (right) M ↓ (down)

Command keys to use:

U *to pick "up"*

D *to put "down"*

C *to "chop" wood*

O *to aim the slingshot or fishing spear left*

P *to aim the slingshot or fishing spear right*

R *to "release" the slingshot or fishing spear*

These keys will help you keep track of Jenny's progress:

H tells you what she is Holding

L lets you Look around to remember what Jenny has left on the ground in that scene

S tells Jenny's Score for firewood, food, and clothing

Apple II users can use the Repeat key to help Jenny move more quickly.

GATHERING FOOD

Jenny needs to eat 40 points of food to survive the summer before starting other tasks. Then she must store 100 points at her shelter to be ready for winter.

Apples: 2 points each, which she picks from apple trees; she can carry 10 at once.

Berries: 1 point each, which she picks from berry bushes; she can hold 15 at once.

Fish: 7 points each, which she catches with a fishing spear; she can carry 4 fish at one time.

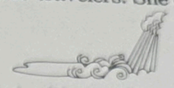
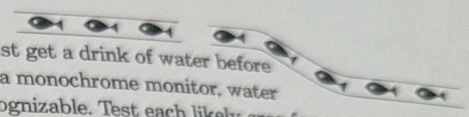
Rabbits: 5 points each, which she hits with a slingshot (also worth 10 points for clothing); she can carry 2 rabbits at one time.

Wheat: 2 points each handful, which she picks in the wheat field; she can carry 10 handfuls at once.

TOOLS

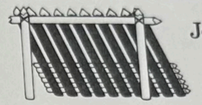
If Jenny searches carefully, she can find a hatchet, a slingshot, and a fishing spear left by previous travelers. She can use them to chop wood and catch food.

WATER

When Jenny is thirsty, she must get a drink of water before she can do anything else. (On a monochrome monitor, water sources may not be easily recognizable. Test each likely area for water sources.)

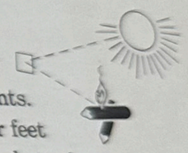
A PLACE TO LIVE



Jenny may choose to live in a small cave with a fox or to build her own lean-to. To occupy the cave, she must tame the fox by offering it an apple. If she moves too quickly, the fox will be frightened and run away. She may choose instead to build a lean-to. She must chop 13 logs and place them in the center of the clearing.

KEEPING WARM

Jenny needs to chop and stack 100 points of firewood by her shelter. Each log counts 5 points. To start a fire, she places at least 2 logs at her feet and reflects the sun onto the logs with her pocket mirror.



JENNY'S RABBIT-FUR CAPE

To make a furry rabbit cape, Jenny needs to store 100 clothing points. If she decides not to shoot the rabbits, she can chop an extra 150 points of firewood, since she will be very chilly in her gingham dress.

PRAIRIE DANGERS

At any time Jenny could be threatened by a rattlesnake, a pack of coyotes, or a mountain lion. She does not have any tools powerful enough to defend herself from them and must run away. If she doesn't run away fast enough, they will get her and the game is over.

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JENNY OF THE PRAIRIE™

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Apple Writer™ II/IIe/IIc/IIGS

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PLANNER

RHIANNON

Apple II/II+/IIe/IIc

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JENNY OF THE PRAIRIE™

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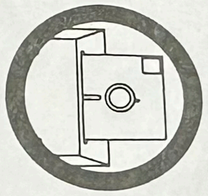
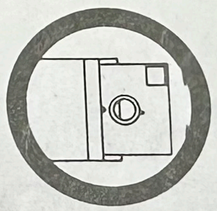
For extended media life—
here's how to take care of your flexible disk

Precision surface.
No fingers, please!



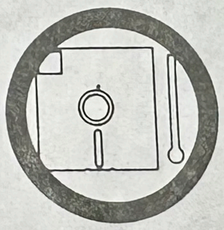
For your disk's sake
(and the system's, too)
insert disk carefully.

Magnetic fields erase.
Keep them far away.



Keep it safe—
in the envelope
when not in use.

Bending and folding
may damage.
Handle with care.



Keep disks comfortable.
Store at: 10° to 50° C.
50° to 125° F.

RHIANNON

Apple II/II+/IIe/IIc

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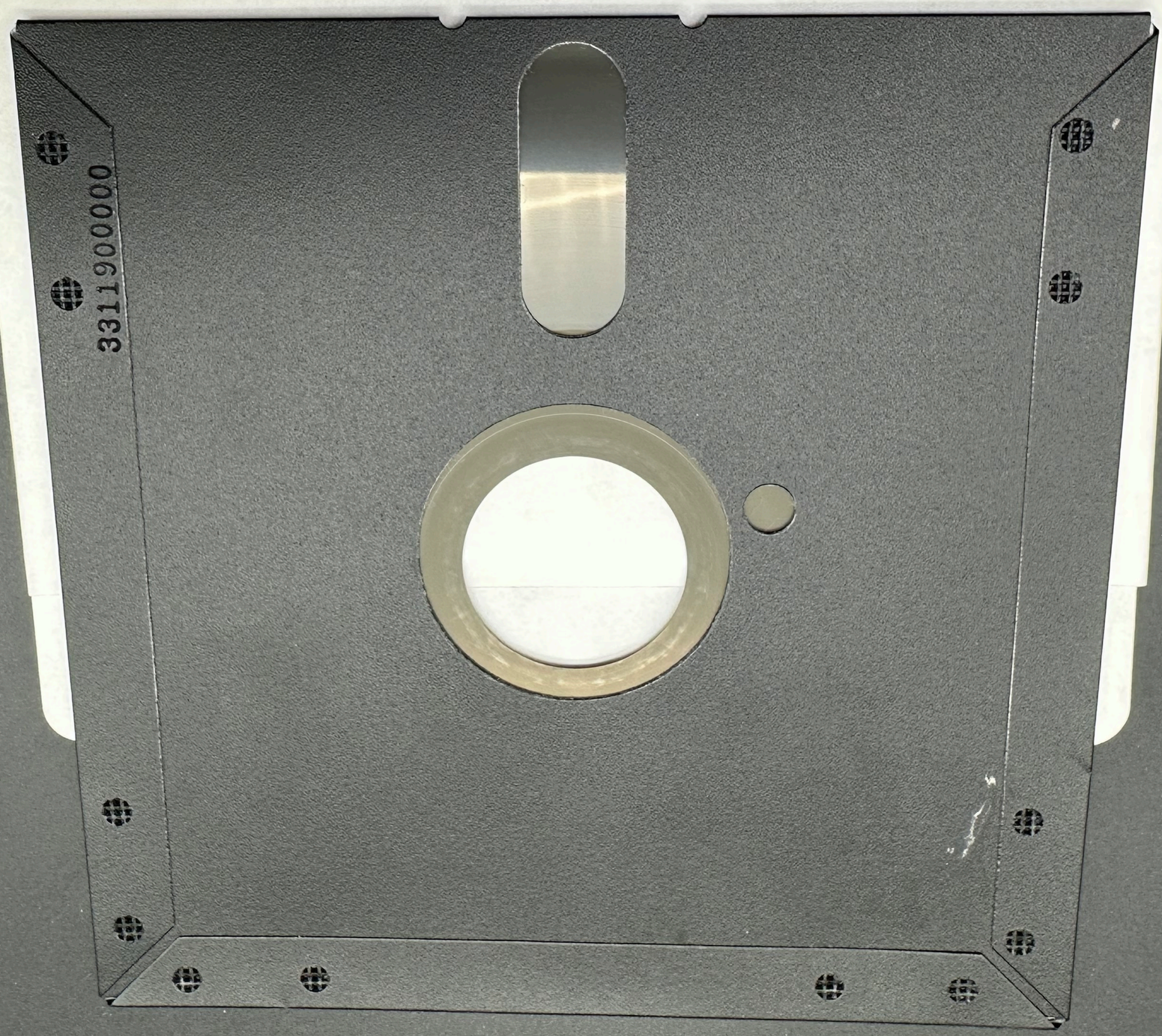
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Rhiannon Software

HELVI OF THE PRAIRIE

ADVANCED TRADITIONAL ADVENTURE